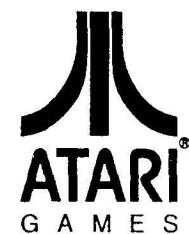
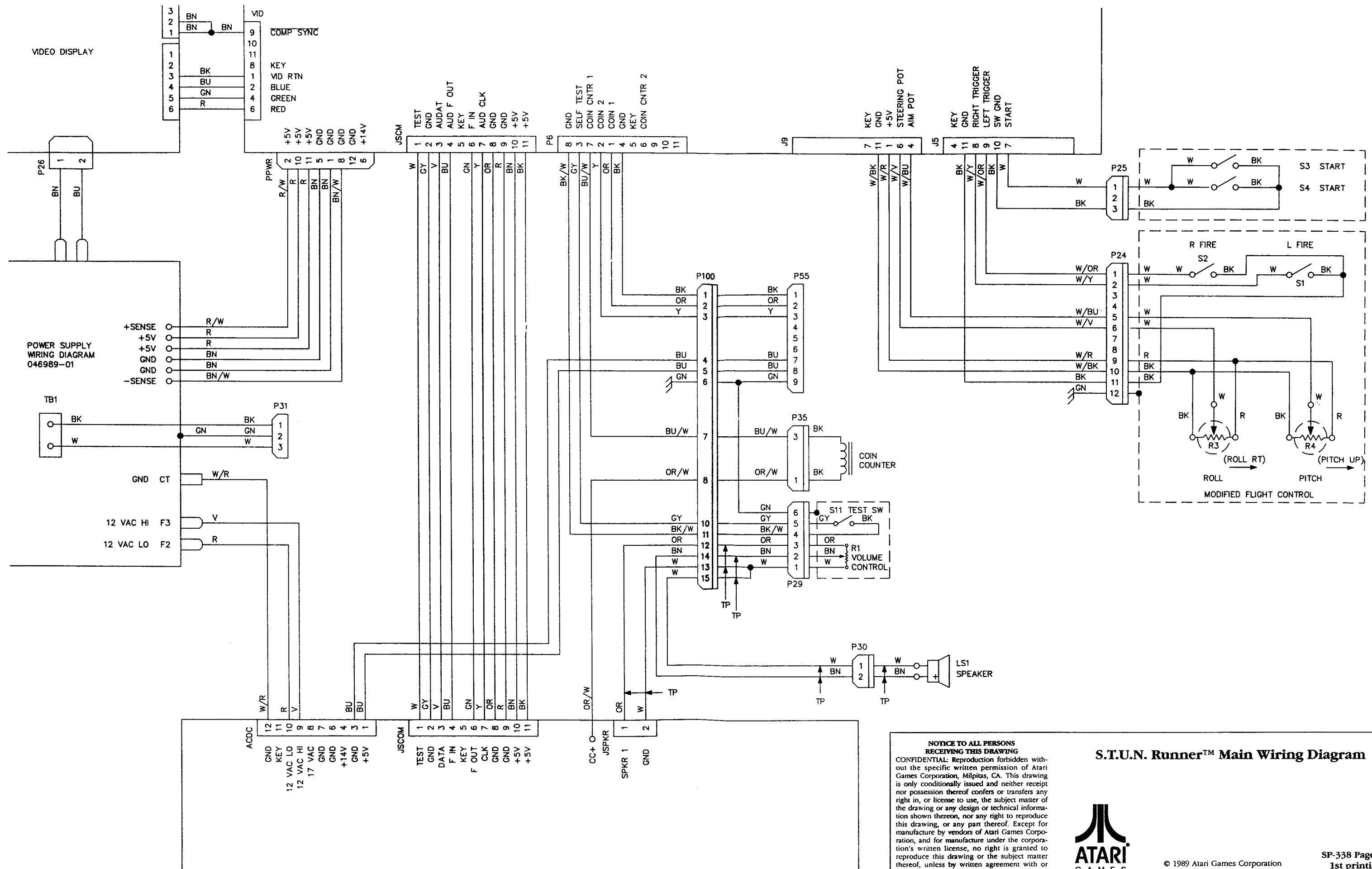




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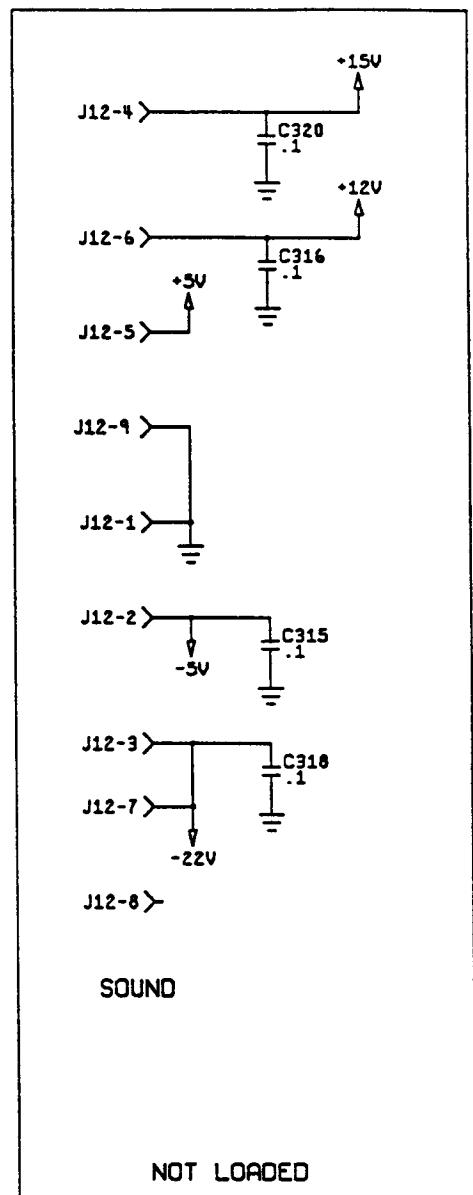
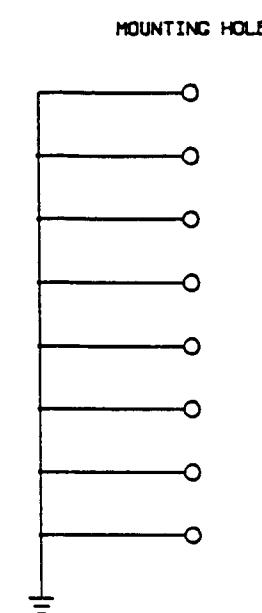
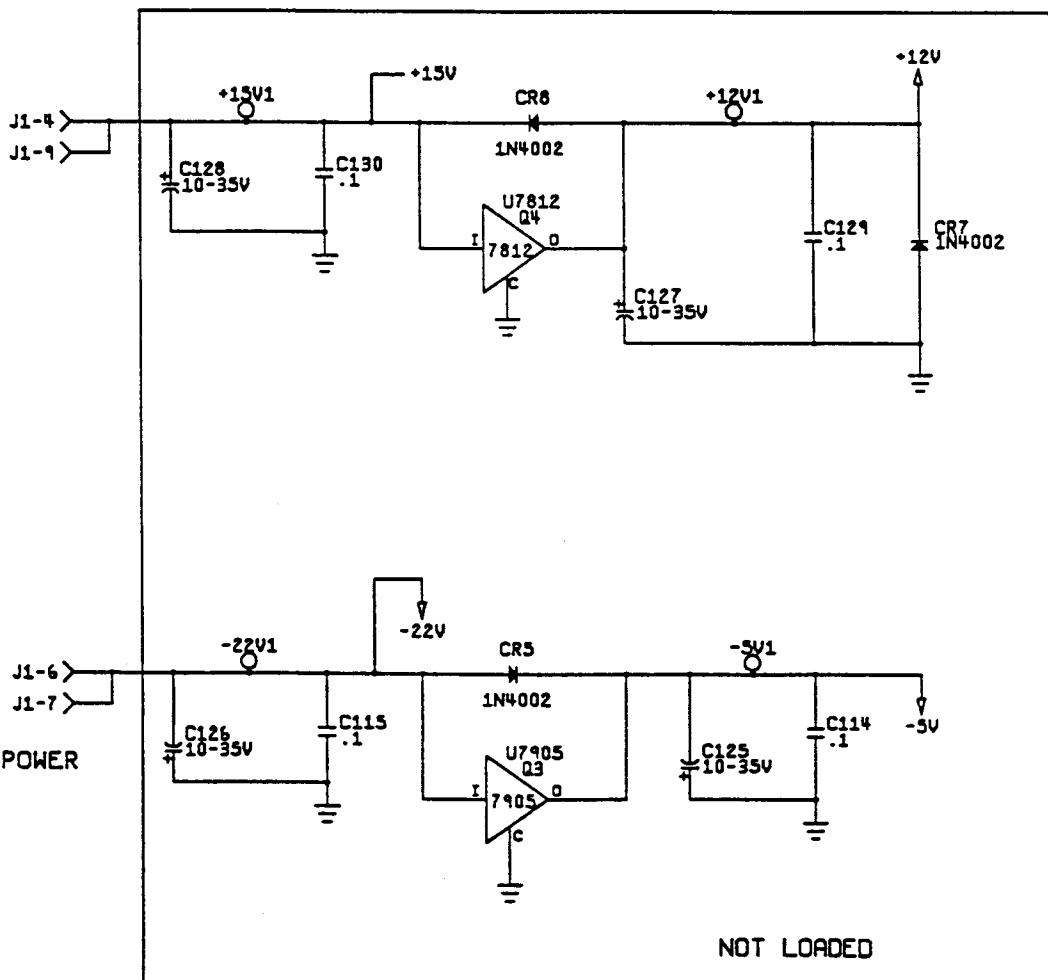
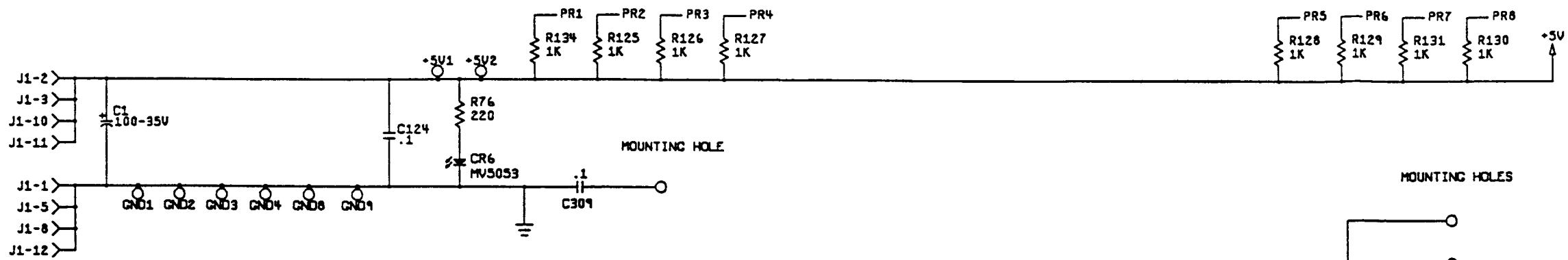




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S.T.U.N. Runner™ Main Wiring Diagram



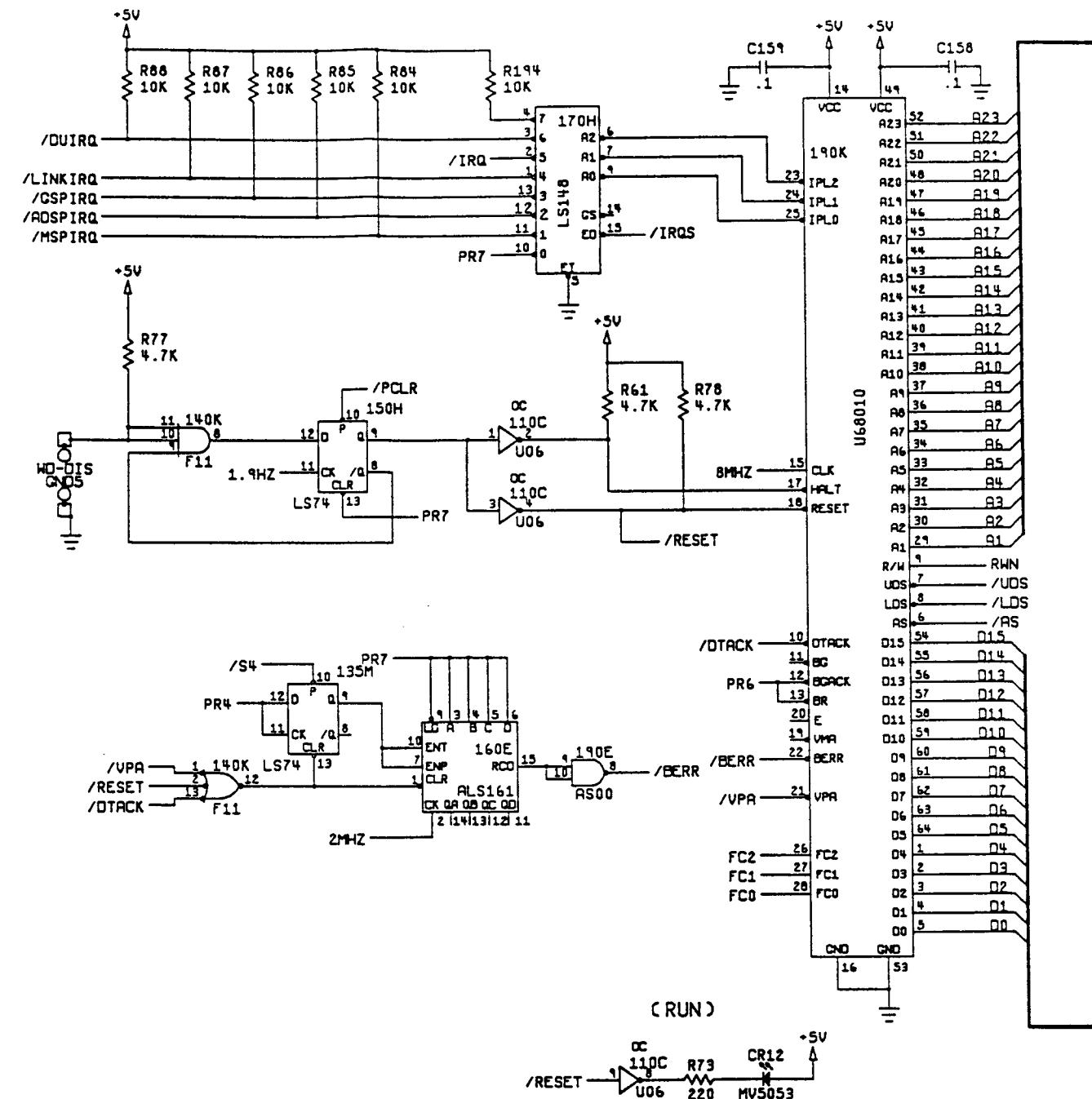
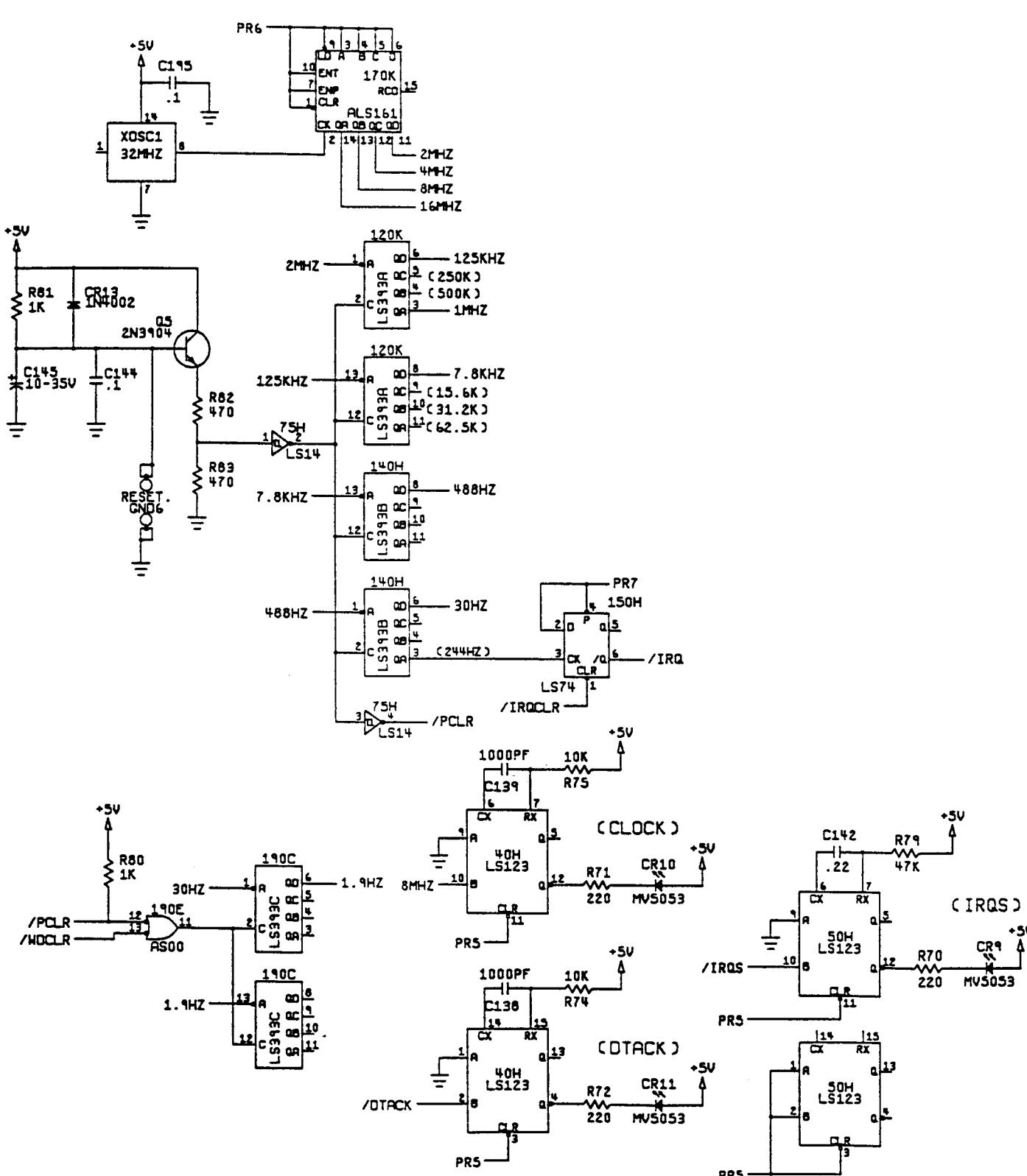


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S.T.U.N. Runner™ Multisync Game PCB Schematic Diagram



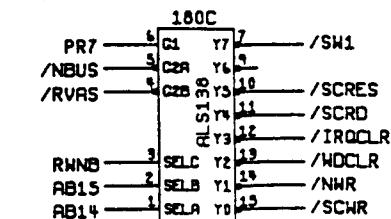
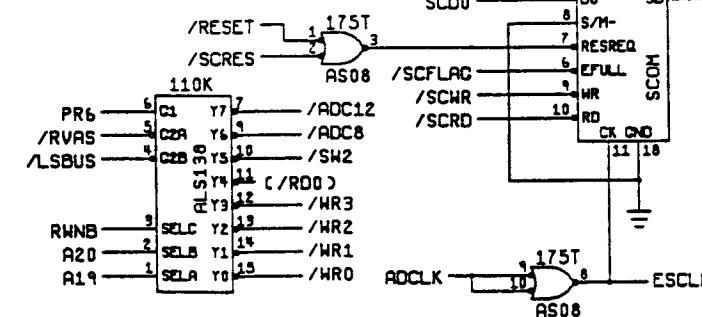
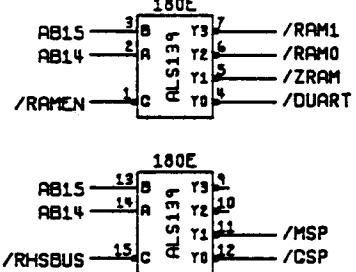
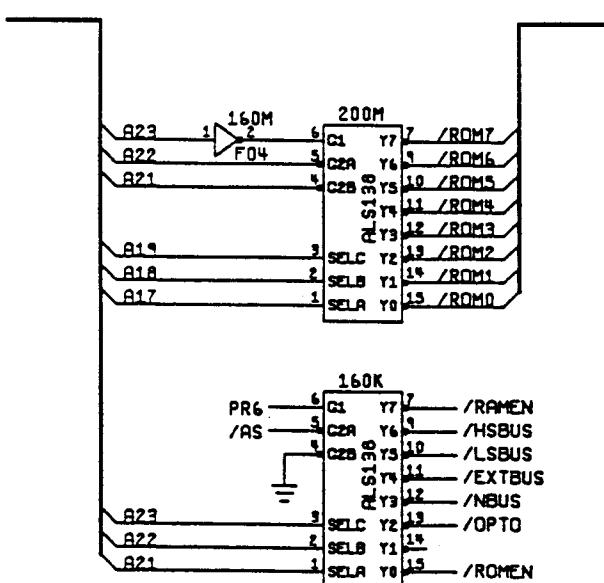
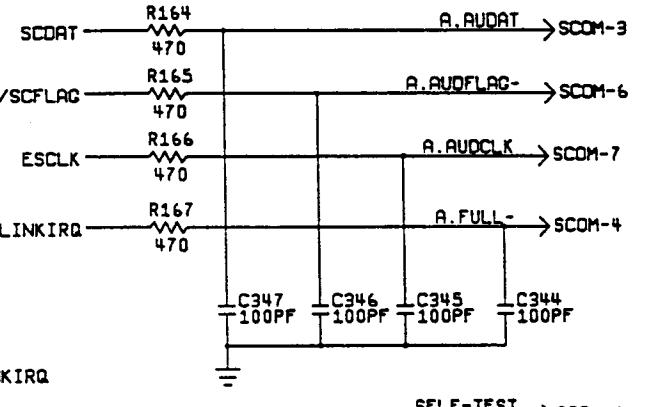
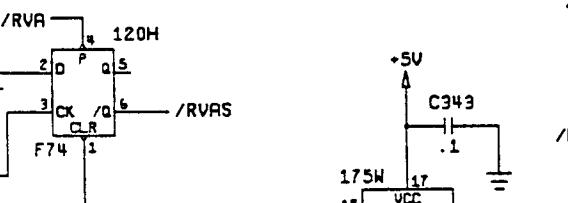
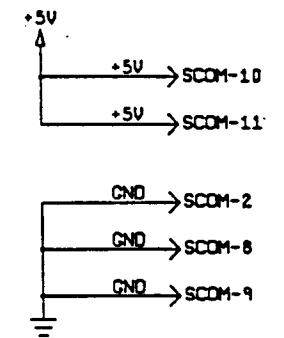
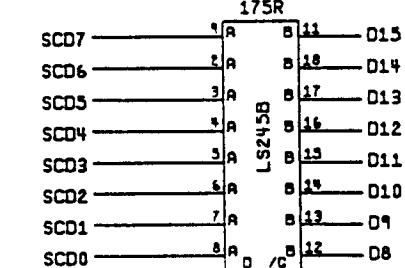
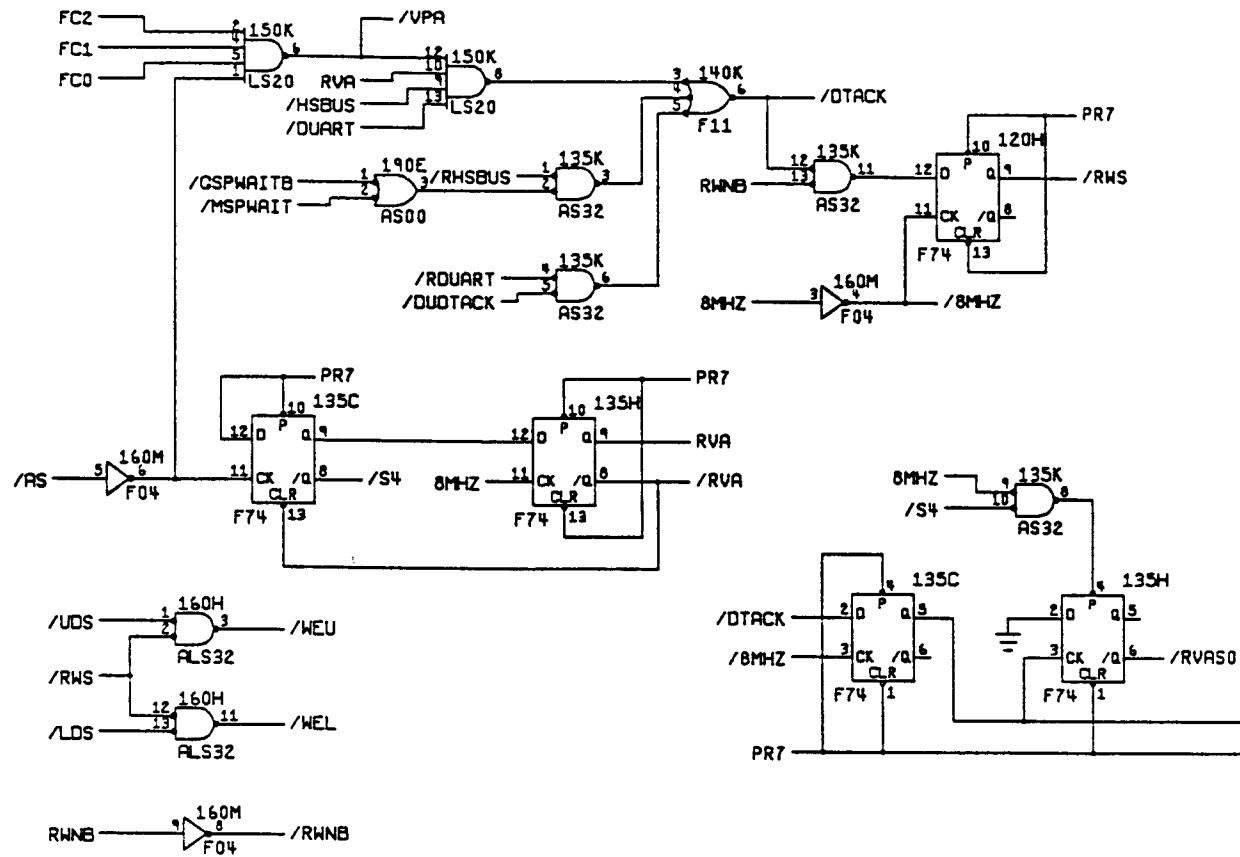
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S.T.U.N. Runner™ Multisync Game
PCB Schematic Diagram

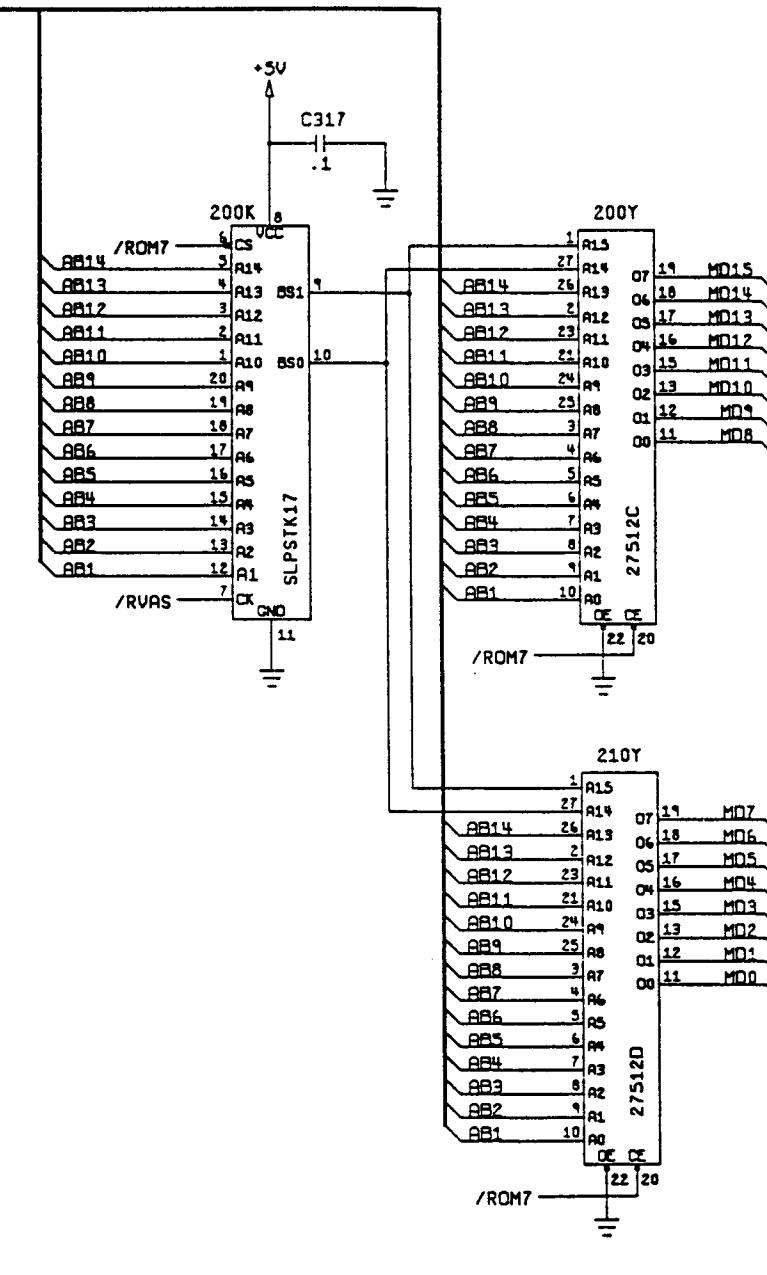
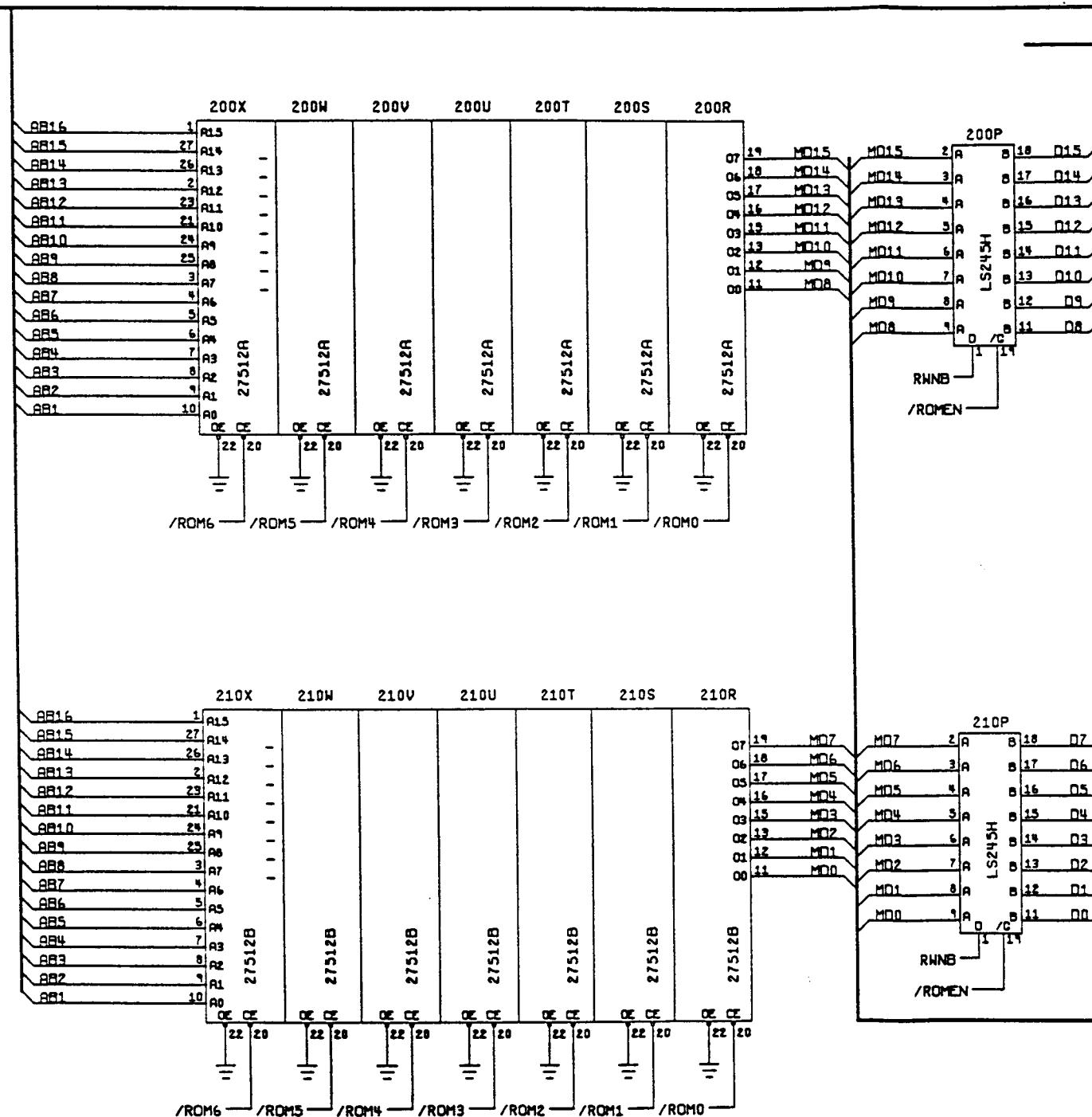




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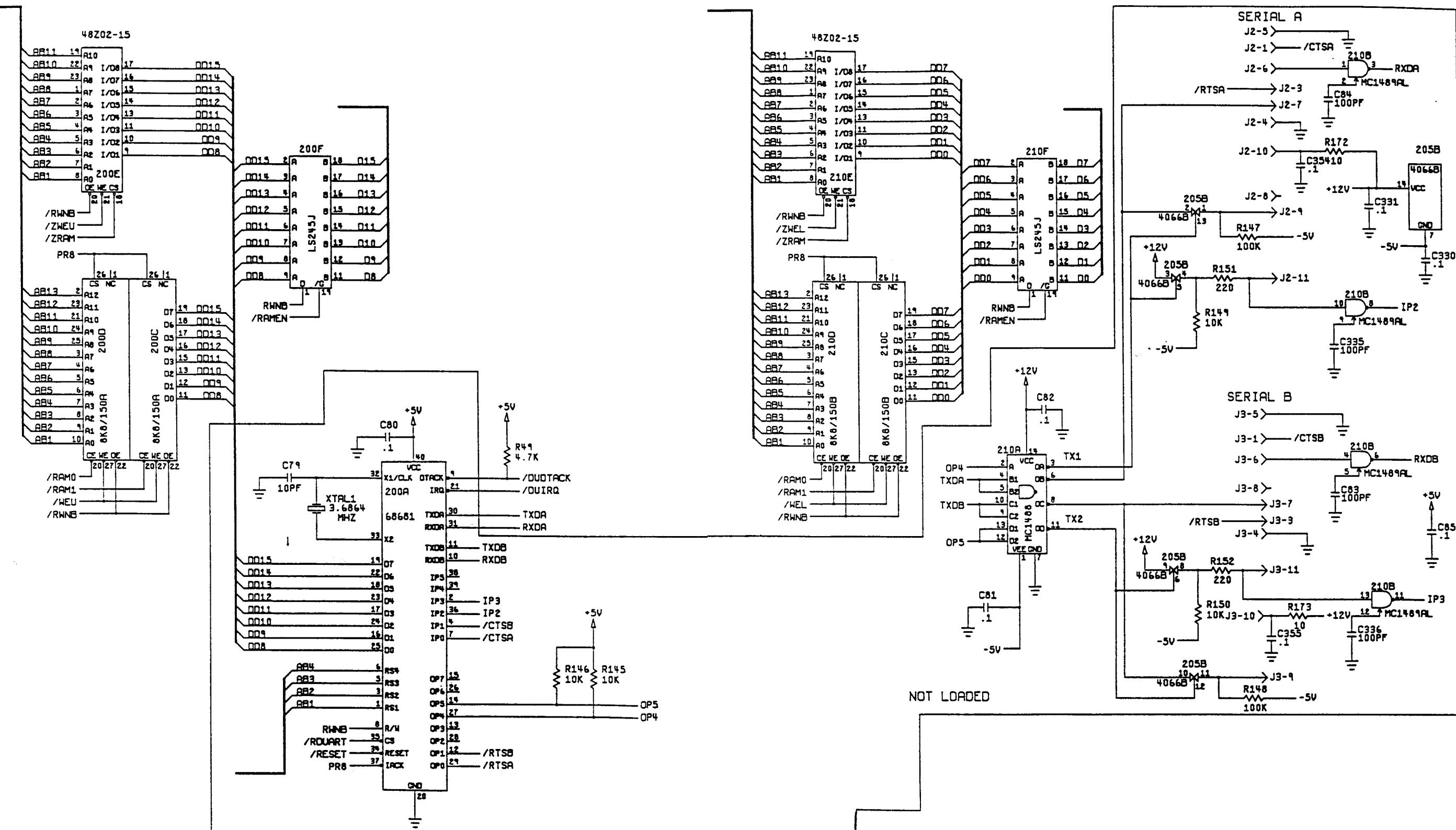


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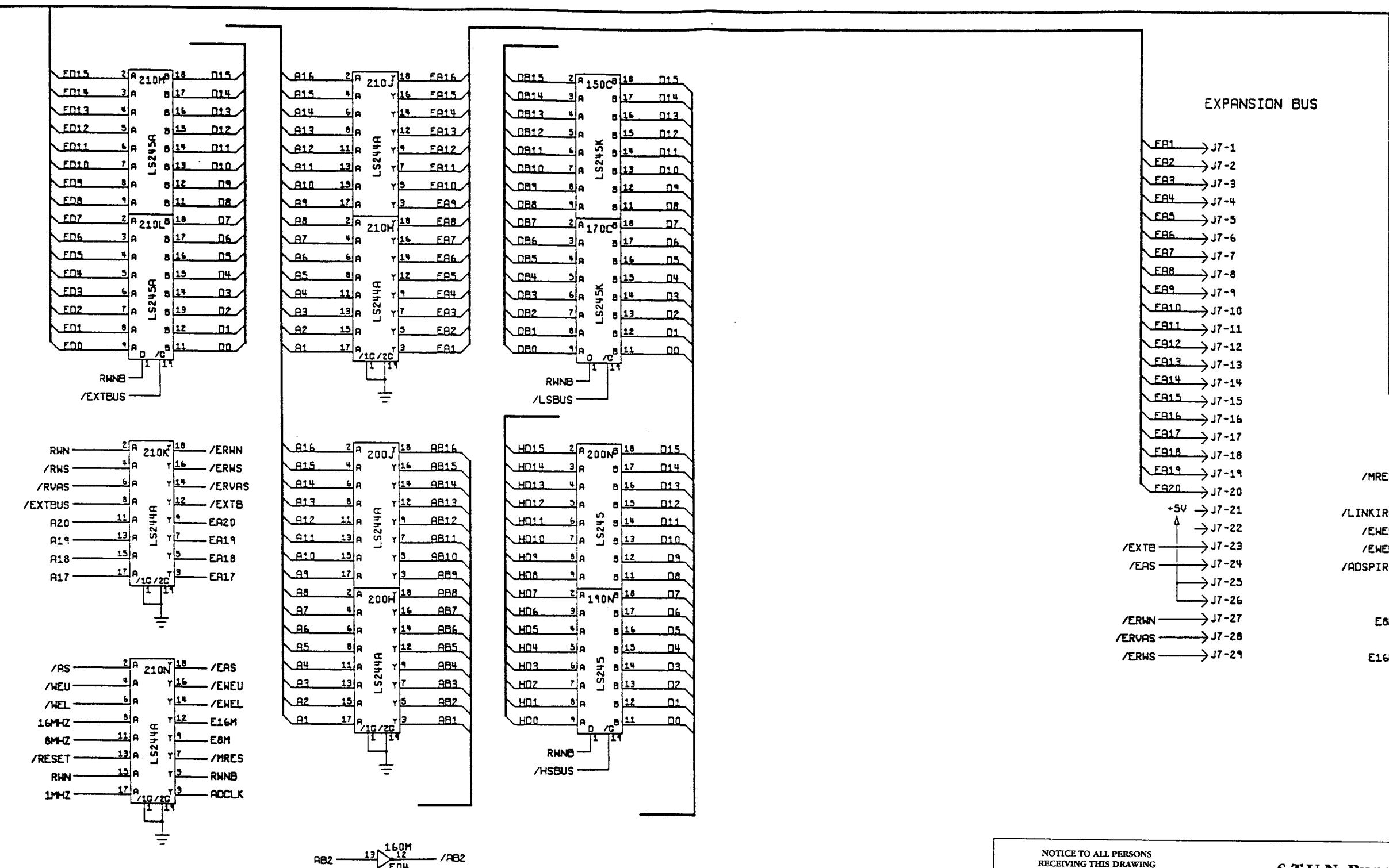




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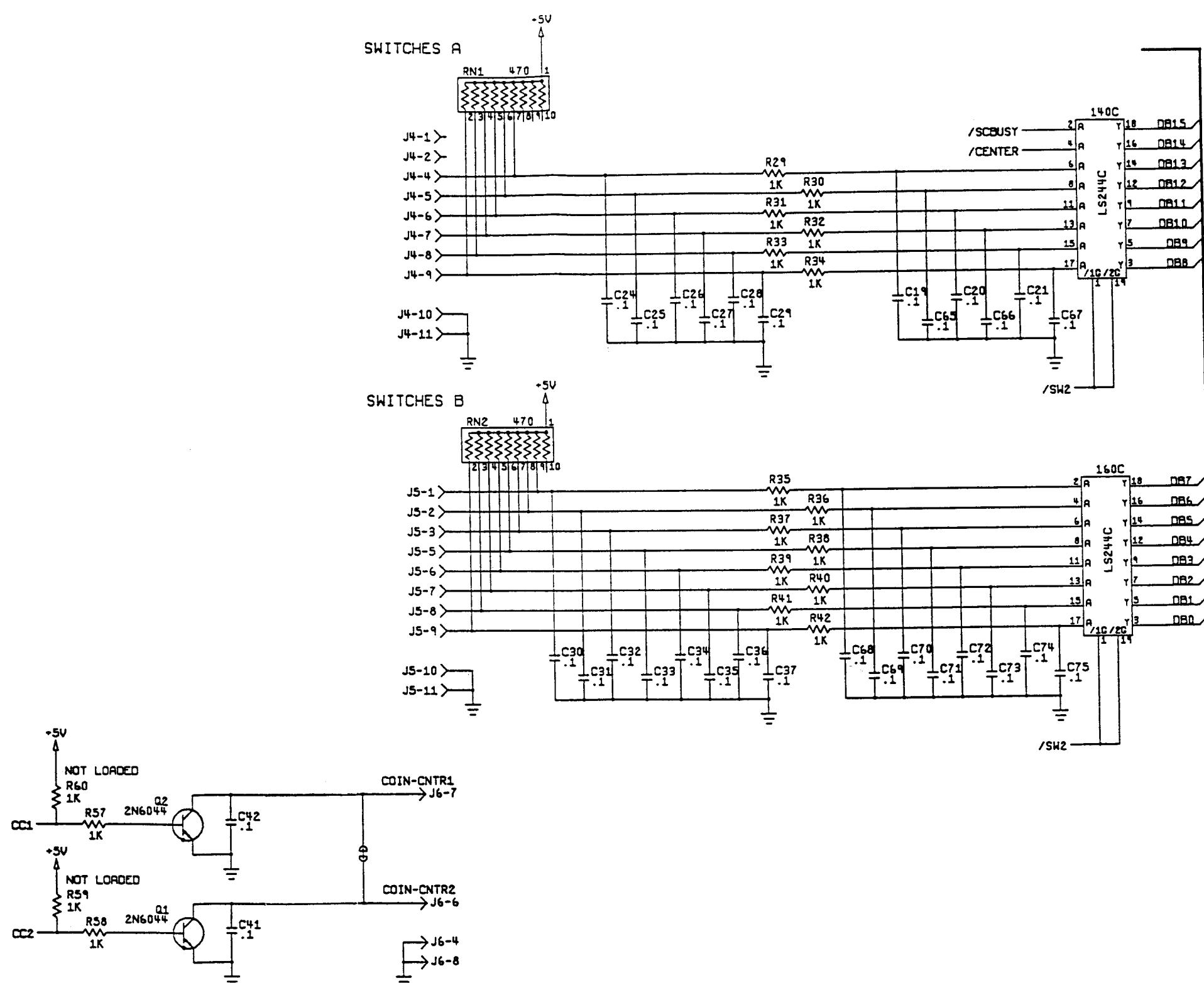
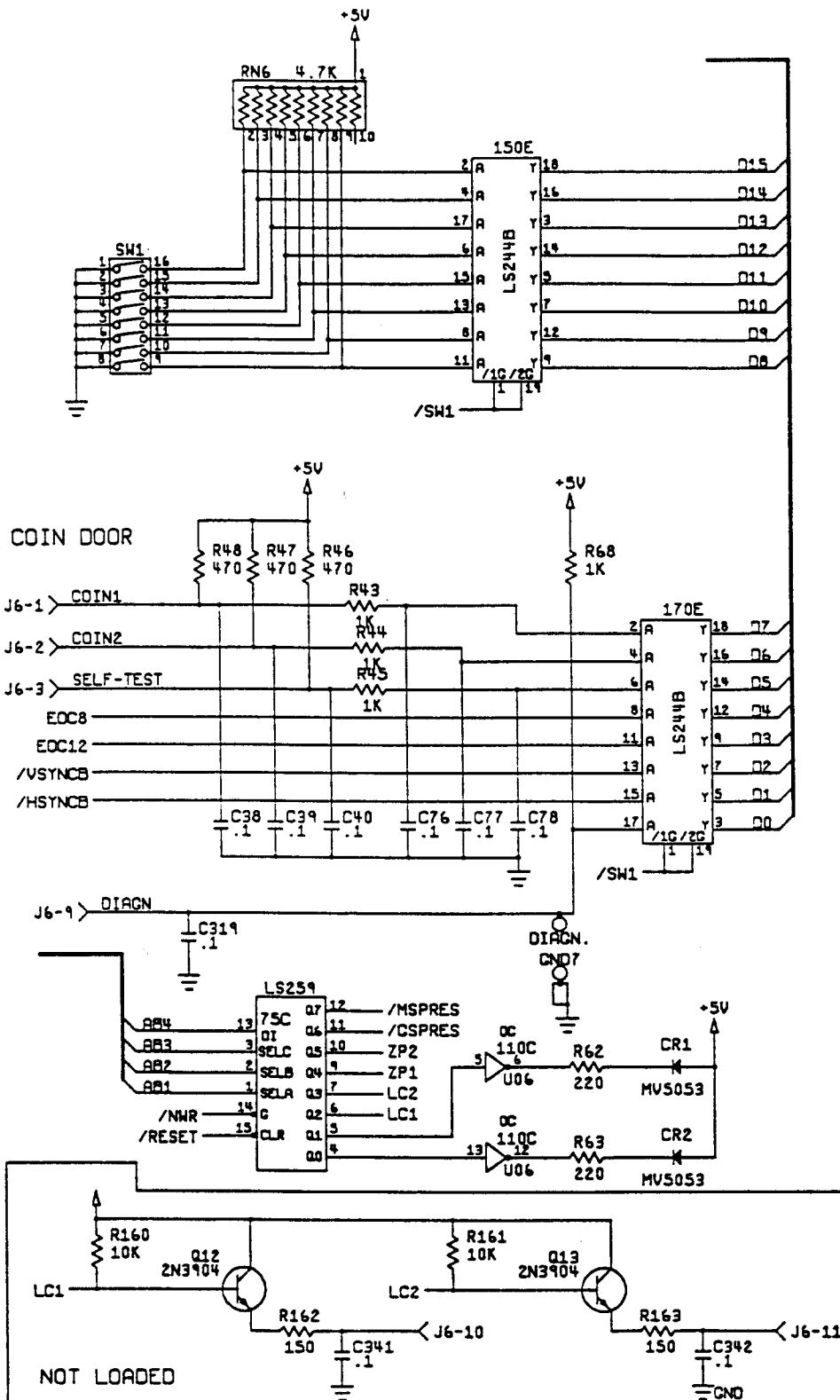




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**S.T.U.N. Runner™ Multisync Game
PCB Schematic Diagram**



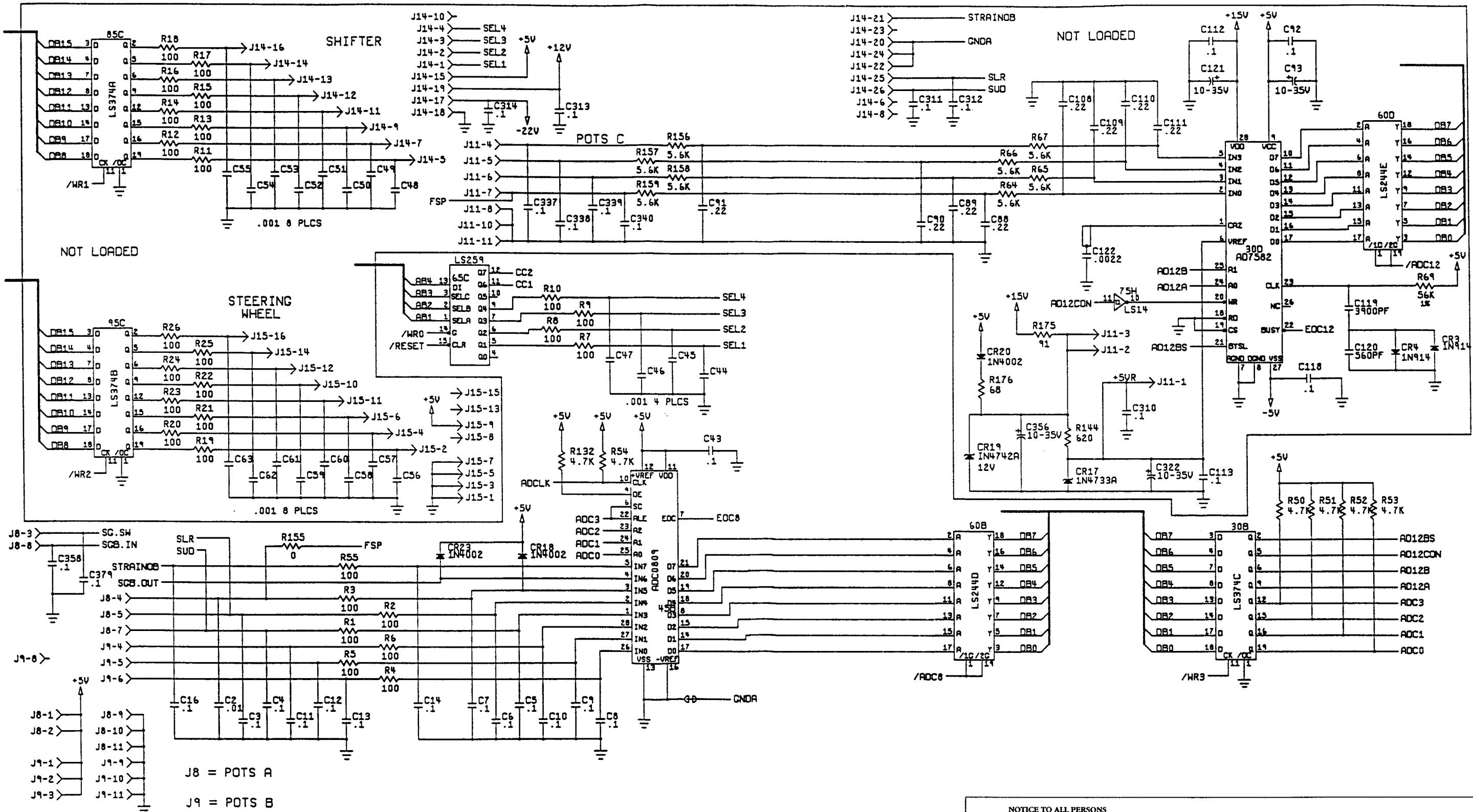


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S.T.U.N. Runner™ Multisync Game PCB Schematic Diagram

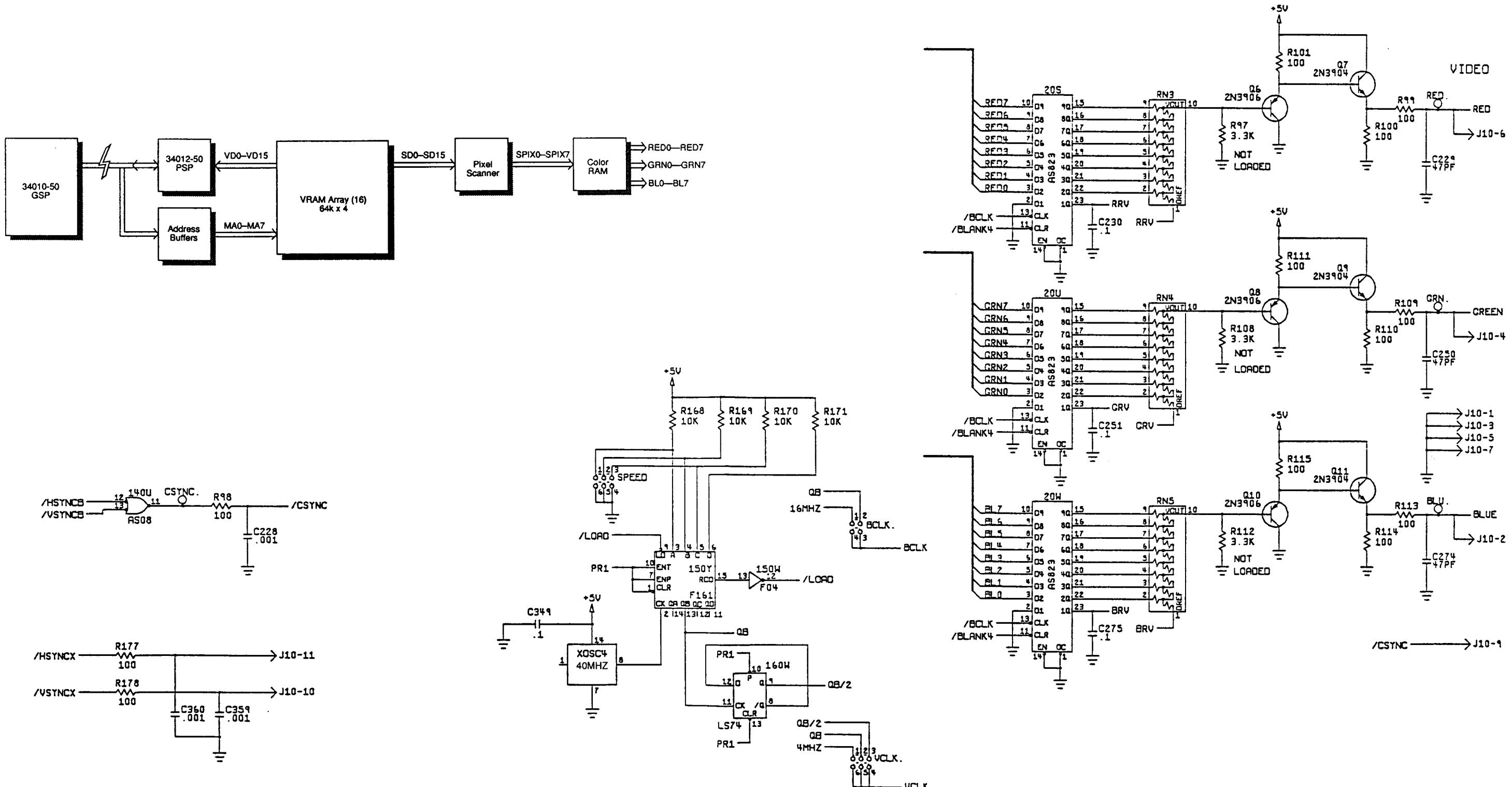




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S.T.U.N. Runner™ Multisync Game
PCB Schematic Diagram





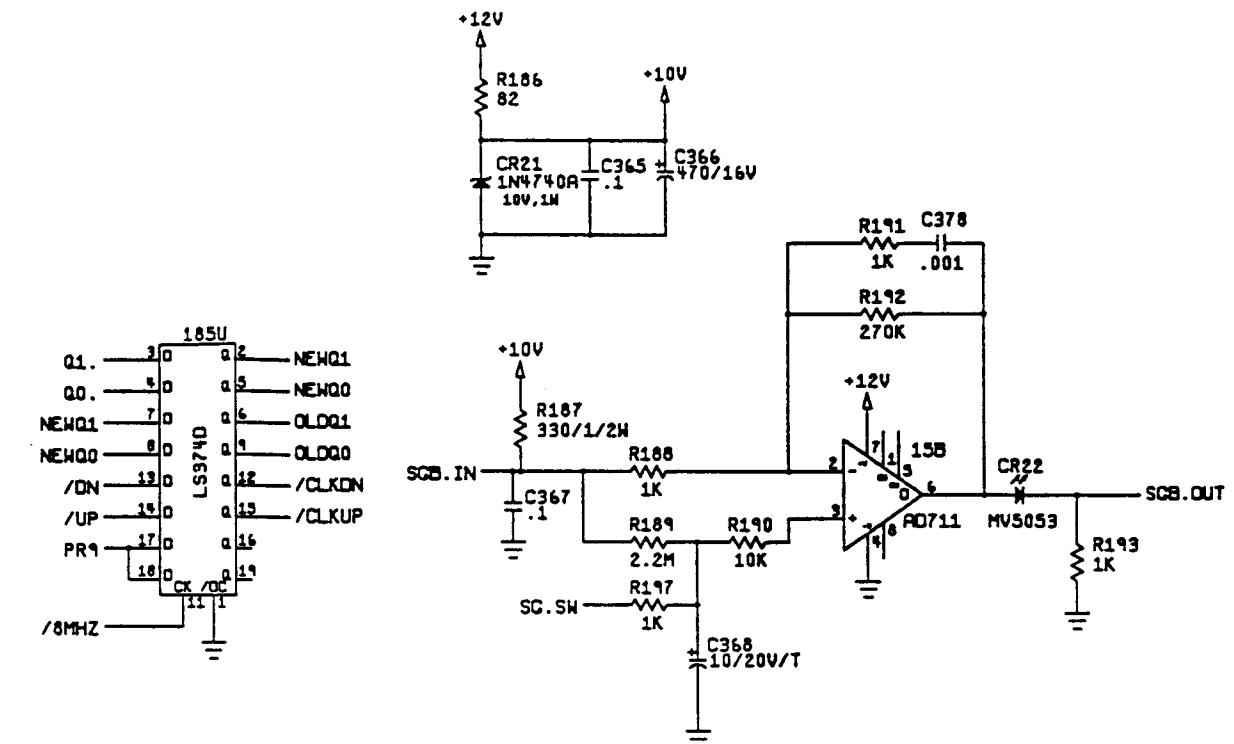
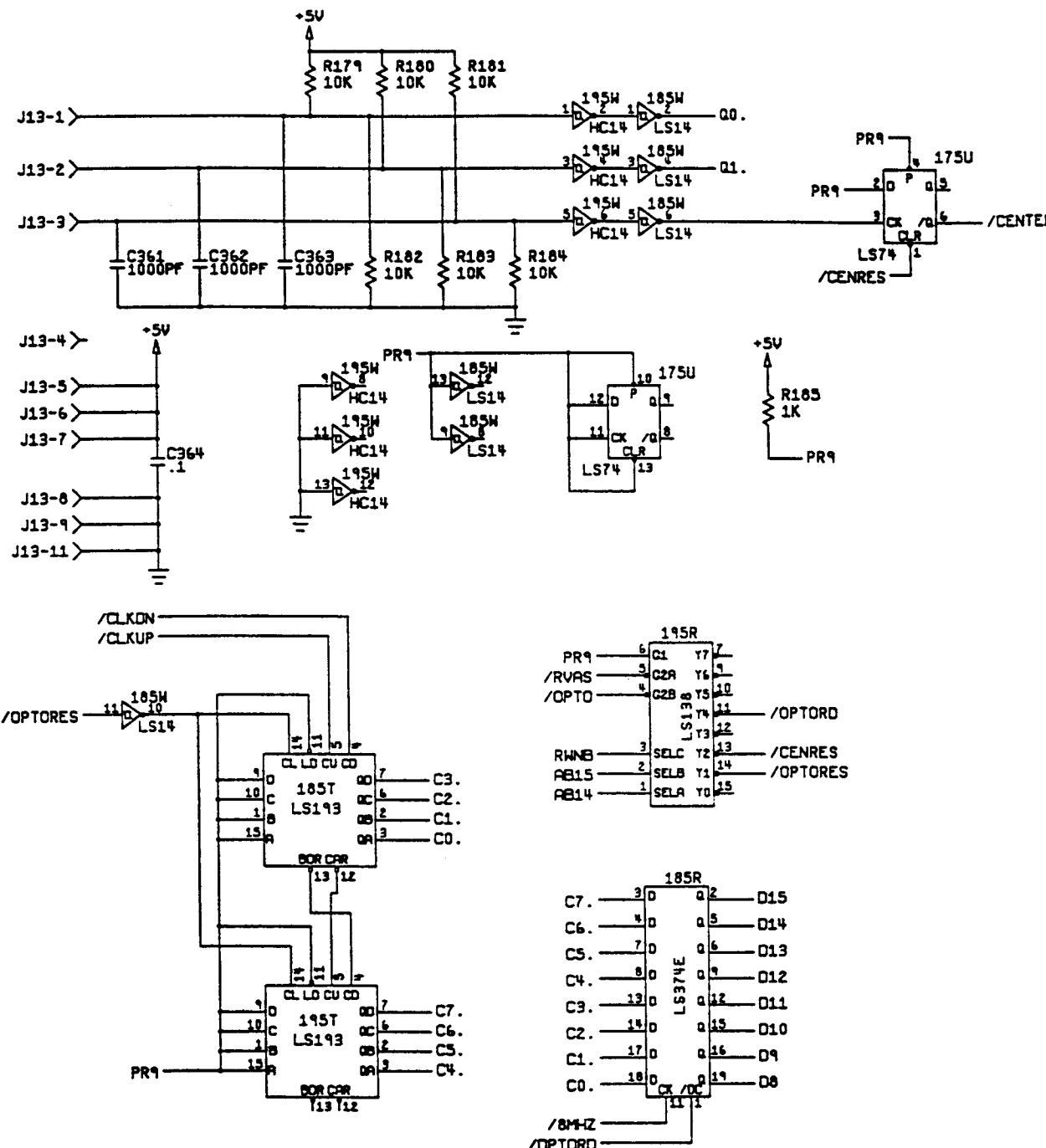
Correct Jumper Settings for S.T.U.N. RUNNER

Jumper	Setting
Speed	A, B
BCLK	QB
VCLK	QB/2

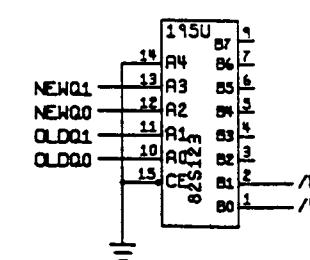
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S.T.U.N. Runner™ Multisync Game PCB Schematic Diagram





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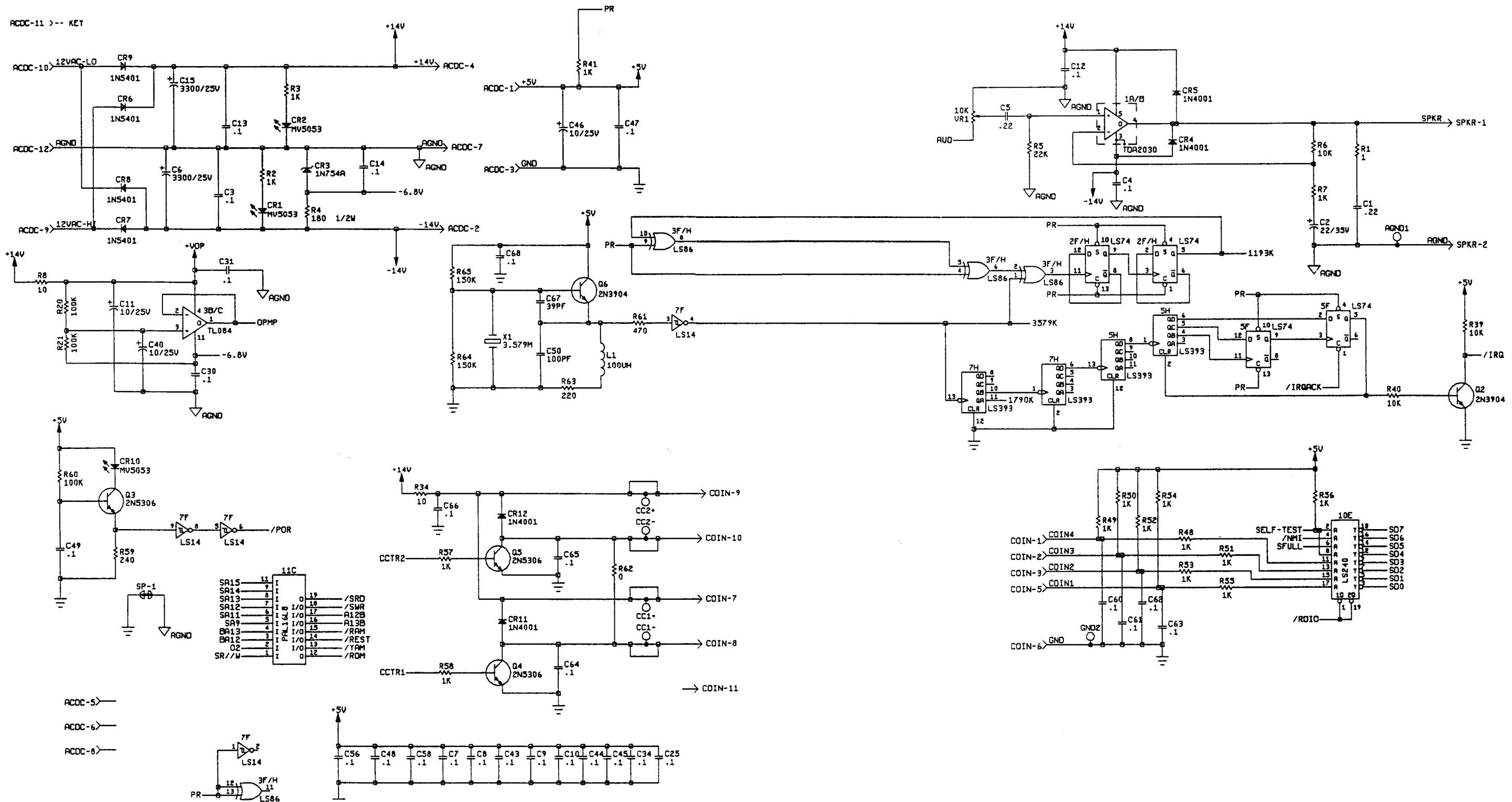


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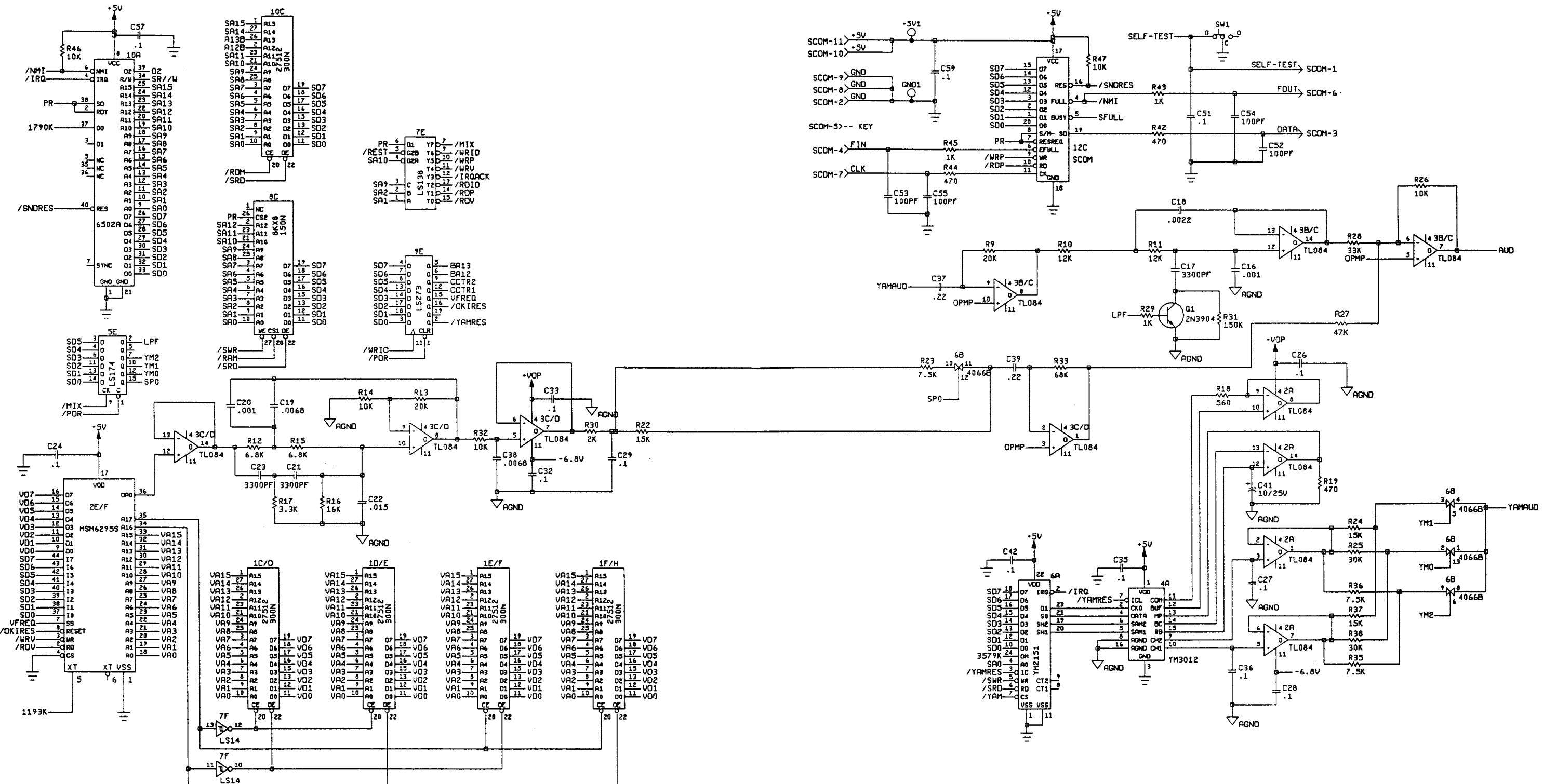




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S.T.U.N. Runner™ SA Audio II PCB Schematic Diagram

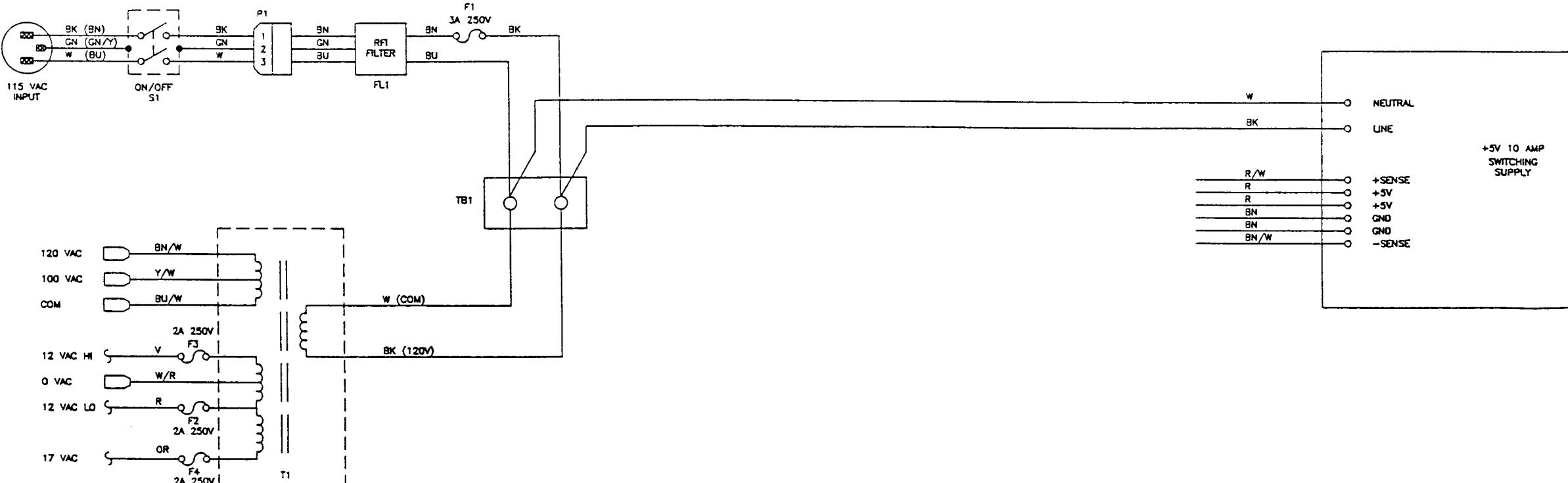




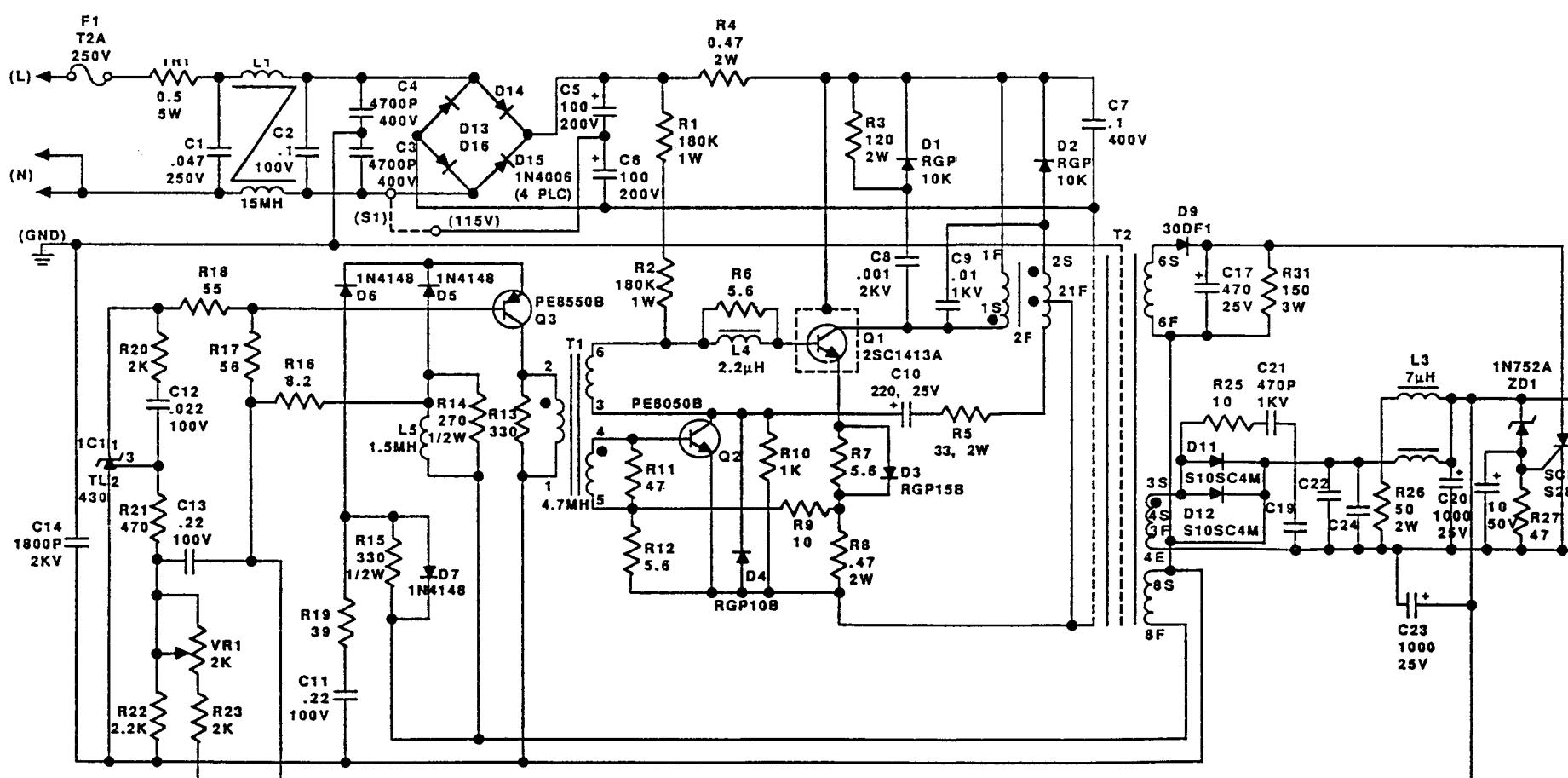
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S.T.U.N. Runner™ SA Audio II PCB Schematic Diagram

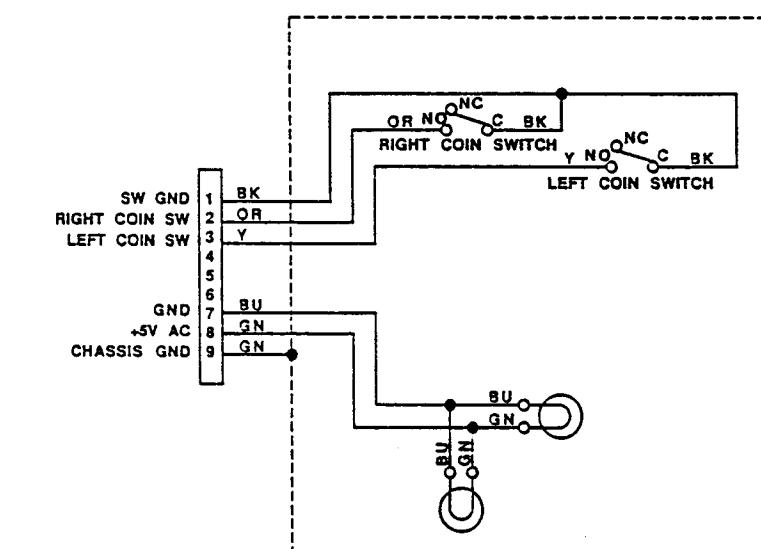




Switching/Linear Power Supply



Hitron 5V 10A Switching Power Supply



Coin Door Wiring Diagram

ATARI PART NO: 149003-003 (120V)
149003-103 (240V)

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Switching/Linear Power Supply, Hitron 5V, 10A Switching Power Supply, and Coin Door Wiring Diagrams



Main Board Memory Map

ROMEN: Program ROM {Read Only}

00 0000 - 01 FFFF	ROM 0	128K Bytes
02 0000 - 03 FFFF	ROM 1	128K Bytes
04 0000 - 05 FFFF	ROM 2	128K Bytes
06 0000 - 07 FFFF	ROM 3	128K Bytes
08 0000 - 09 FFFF	ROM 4	128K Bytes
0A 0000 - 0B FFFF	ROM 5	128K Bytes
0C 0000 - 0D FFFF	ROM 6	128K Bytes
0E 0000 - 0F FFFF	ROM 7	128K Bytes

OPTO: Optical Steering Wheel Reader

40 0000	(R)	OPTORD	Read the Optical Counter
40 4000	(W)	OPTORES	Reset the Optical Counter
40 8000	(W)	CENRES	Reset the Optical Center Flag

NBUS

60 0000	(R/W)	SCOM	Serial Sound Communications
60 4000	(R)	SCRES	Reset SCOM IC (Address Strobe) READ ONLY
60 4000	(W)		Latches on Address Strobe (Data is ignored)
60 4000	LED 1 off		
60 4002	LED 2 off		
60 4004	LC1ON	Aux Control 1 High	(Latched)
60 4006	LC2ON	Aux Control 2 High	(Latched)
60 4008	ZP1WEN	ZeroPower RAM Enable 1	(Latched)
60 400A	ZP2WDIS	ZeroPower RAM Disable 2	(Latched)
60 400C	GSP Reset Low		
60 400E	MSP Reset Low		
60 4010	LED 1 on		
60 4012	LED 2 on		
60 4014	LC1OFF	Aux Control 1 High	(Latched)
60 4016	LC2OFF	Aux Control 2 High	(Latched)
60 4018	ZP1WDIS	ZeroPower RAM Disable 1	(Latched)
60 401A	ZP2WEN	ZeroPower RAM Enable 2	(Latched)
60 401C	GSP Reset High		
60 401E	MSP Reset High		
60 8000	(W)	WDCLR	Clear Watch Dog (Address Strobe)
60 C000	(R)	SW1	
D15	Option Switch 7	('0' = on)	
D14	Option Switch 6	('0' = on)	
D13	Option Switch 5	('0' = on)	
D12	Option Switch 4	('0' = on)	
D11	Option Switch 3	('0' = on)	
D10	Option Switch 2	('0' = on)	
D9	Option Switch 1	('0' = on)	
D8	Option Switch 0	('0' = on)	
D7	Coin Switch 1	('0' = on)	
D6	Coin Switch 2	('0' = on)	
D5	Self-Test Switch	('0' = on)	

Main Board Memory Map, Contd.

D4	8 Bit ADC, End of Conversion = '1'
D3	12 Bit A/D, End of Conversion = '1'
D2	Vertical Sync from GSP
D1	Horizontal Sync from GSP
D0	Diagnostic Switch ('0' = on)
60 C000	(W) Clear Timer IRQ (Address Strobe)
	LSBUS
A0 0000	(R)
A0 0000	(W) WR0, Write to Shifter Interface and Coin Counters.
	Latches on Address Strobe (Data is ignored)
A0 0000	SEL 1 Low
A0 0002	SEL 2 Low
A0 0004	SEL 3 Low
A0 0006	SEL 4 Low
A0 0008	
A0 000A	Coin Counter 1 off
A0 000C	Coin Counter 2 off
A0 000E	
A0 0010	
A0 0012	SEL 1 High
A0 0014	SEL 2 High
A0 0016	SEL 3 High
A0 0018	SEL 4 High
A0 001A	
A0 001C	Coin Counter 1 on
A0 001E	Coin Counter 2 on
A8 0000	(R) /SW2, Sixteen External Switch Inputs
A8 0000	(W) /WR1, Shifter Interface Latch, D8 - D15
B0 0000	(R) /RD2, Read 8 Bit A/D
B0 0000	(W) /WR2, Steering Wheel Latch, D8- D15
B8 0000	(R) /RD3, Read 12 Bit A/D
B8 0000	(W) /WR3, A/D Control
D8 - AD12BS	12 Bit A/D Byte Select
D7 - AD12CON	12 Bit A/D Write
D6 - AD12B	12 Bit A/D Address 1
D5 - AD12A	12 Bit A/D Address 0
D3 - ALE, SC	8 Bit A/D Write
D2 - ADDC	8 Bit A/D Address C
D1 - ADDB	8 Bit A/D Address B
D0 - ADDA	8 Bit A/D Address A
	RAMEN: Ram and DUART {R/W}
FF 0000	DUART
FF 4000	- FF 4FFE ZRAM (4K Bytes)
FF 8000	- FF BFFF RAM 0 (16K Bytes)
FF C000	- FF FFFF RAM 1 (16K Bytes)

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S.T.U.N. Runner™ Memory Map

